

# Echo Night Walkthrough

by JNg

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          N I G H T
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Introductions

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ECHO NIGHT is definitely not your ordinary game. Rather than focusing on action (which every other game seems to be doing lately), this one focuses on puzzle solving, a type of game that hasn't really existed since the old days of the PC gaming (which was, what, last year?).

The game itself has it's charms. The graphics are really good, and the entire environment of the haunted ship is very well done. The sound isn't spectacular, but there's some bits where the audio can really spook you out. Speaking of spooking, this game unfortunately doesn't have much scares for a horror game - it has it's moments, though.

But the problem with the game is that it's extremely short and somewhat easy. Other than a few really hard puzzles, most can breeze through this game in under five hours.

Overally, this game is not really a keeper, more like a good rental. But it is fun while it lasted, and that's all that really matters, right?

Alright, lets get on with it!

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Walkthrough

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## Chapter 1 : Henry's House

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Your adventure begins! There's nothing dangerous here at all, so you should take the opportunity to practice the controls of the game. Once you've done enough practicing, leave the room you're in. Look around the ruined hallway; in one junction there's a winding key on the floor. Now enter the only other door available, then go to the grandfather clock. Use the key you began with and then use the winding key. A passageway will open. Hold down the circle button for awhile to crouch. Then crawl into the little space and you'll automatically look at the book on the floor. After that, you'll get spirited (literally) off into the pass.

Once you regain control, chat with the guard and the youth sitting down. Now leave the cabin and enter the next one. By the way, note the ladder on the side. Chat with the old man and the young girl. Then, leave the cabin through the way you came in from - you'll bump into the youth you spoke early to. Go back to the cabin you began in, and take the winch on the floor near the guard. Now you can take the ladder you saw before up; then head to the trapdoor and use your winch. Watch the long scene that unfolds, then go back down and enter the cabin with the girl again - this time no one is around. Now go to the end of the train through the other door, watch another scene, and then you'll leave the past.

Back to the burnt house. Take the red book, then proceed down the staircase into the little room. Look at the artwork and you'll figure out what to do next, right?

[Solution] Easy. Take the chair and put it somewhere else, then position the statue of the boy so that he faces the statue of the woman.

After this, you'll get spirited off again, this time into the doomed ocean liner Orpheus.

## Chapter 2 : Orpheus Upper Deck

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You'll meet your first ghost, the captain of the liner, the moment you arrive. He'll lead you into the captain's room and tells you not to leave the room. Look around the room (check the drawers for a cure potion, remember to move the chair first), then go to the next room (bedroom) and the room

after that (toilet). Nothing much you can do here, so ignore the captain's warning and leave the rooms. Either way you exit, you'll be attacked by a ghost girl; you'll be saved by a mysterious voice who will tell you that these ghost girls are afraid of light. So, from now on, whenever you enter a room, look for a light switch first!

First, go upstairs and look around. You'll find a the ship control room - look around for two cure potions, and note the sun plaque. then check under the table for a metal handle. With it, you can open the hatch (duck down first) and get the important Ship Map. Outside, a lonely ghost looking out by the sea, and another ghost is in a in the dark room. Also in the dark room, you can find a telephone to save the game.

The lonely ghost - in his past, you'll meet his fiancée who has lost her engagement ring. You'll have to look for it!

[Solution] Go to the merry-go-round and take a ride. The entire area will light up; look at the corners and you'll spot a bright light on the floor. Once the ride is over, go to that spot to pick up the hard-to-see ring.

Return the ring to the girl and watch what happens. You'll get the ring back and return to the Orpheus. Give the engagement ring to the ghost and he'll leave; claim the astral sphere.

The ghost who's afraid of the dark - To help him out, talk to him first and you'll jump to his past and find out the reason for his phobia. Get the glove to exit the past.

Once you're done, go back down to the lower floor and enter the other doors - you'll be in a hallway with two staircases going down, a door and a fuse box. Here comes the scary bit - enter the door opposite the fuse box. You'll spot a girl ghost in the corner - don't reach for the lights, they don't work! Instead, rush to the left and pick up the wire cutters, then get the hell out of there! If you get injured, use a cure potion.

With the wire cutters, go back to the captain's bedroom and cut the wires tying up the cupboard. You'll find the comet book. Take it and you'll zoom off into the past.

The medium - You'll be in an observation tower. Go up the lift (press the button in on the side) then look at the picture on the chalkboard. Figured it out?

[Solution] Comet on the sun? Use your comet book on the sun plaque.

You'll encounter the medium; from now on, you can visit him every time you see a sun plaque. He exchanges your astral spheres for holy water, which prevents possessions and heal you slightly. Also, in your first encounter, he'll give you a blue, incomplete crystal. Remember the scene on the train?

Once you're done, you'll return to the Orpheus. Pick up the wire on the floor, then go back to the fuse box you saw a couple of doors away. Equip you glove, then put in the wire one the empty fuse, then go back to the ghost who fears darkness, and show him the light. He'll gratefully donate another astral sphere before he goes, and you can pick up the key he was sitting on. Once you leave, you'll meet the captain again, and he'll give up the ghost too and you'll net another astral sphere. You can trade them for more holy water if you want - remember that there is a sun plaque in the ship control room.

Now, return to the room with the fuse box. Of the two doors below, one is blocked, and one is locked. With now key, unlock the locked door and proceed.

ON THE LIGHTS! They are on your right. There's two doors here (forget about the staircases for the moment) - one door leads to a steward ghost who will refuse to let you pass - it's a dead end here. The other door leads to a corridor with a drunk ghost on the floor. That's where your next major hurdle begins.

### Chapter 3 : The Drunks, the Twins and the Deep Dark Hole

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There are six rooms here and one locked one on the other side of the corridor. Chat with the drunk ghost to fins out about his artist friend. His request is to drink his old friend's concoction for the last time. Take the glass next to him. Now, explore the rooms - the directions are assuming that you are looking down the corridor facing the locked door on the other end.

First door on the left - Notice the four sailor dolls? Make a note of them, then look carefully at the vent up on one of the walls. You can use the step ladder to climb up onto the shorter cupboard, then from there you can reach the vent. Go inside and crawl all th way to the end of the shaft, and pick up the sailor medal. Exit the doorway and the room.

Second door on the left - This one is a cabin belonging to the artist Ed Mooring. Read the writings on the table.

First door on the right - leads to a bar. Look at the artworks on the wall. Crawl behind the bar counter and open the sliding doors to find a claim ticket and four alcohol bottles with the pictures of a man, an axe, a snake and a sword. Come on, this one is easy! Try figuring out how to concoct Ed's drink.

[Solution] Notice that one of the artwork belongs to Ed (initials E.M.). The picture Ed drew had a man carrying an axe fighting two snakes. Thus, to make his drink, put one portion of the alcohol from the bottle with the picture of a man, one portion from the bottle with the picture of an axe, and two portions from the bottle with the picture of a snake. You may do this in any order.

Once you have Ed's drink, give it to the drunk and he'll leave - take his Astral Sphere and the sailor medal he holds.

Second door on the right - Nothing here. Really.

Third door on the left and right - These pair of doors are part of a puzzle you have to solve. Talk to the twin girls to find out just how well they know each other - in the right door a demon ghost will come out of the bathroom door - don't come any closer or you'll end up as dead as both sisters.

[Solution] Notice that both the rooms are mirror images of each other? And that whenever you open one door, the other door opens? In the room without the demon, put the heater in front of the bathroom door. Now go to the room with the demon and tadda! She's blocked too!

With that problem solved, talk to both sisters and you'll get two astral spheres and two sailor medals. Also, there's a cure potion in each of their rooms.

Now return to the room with the sailor dolls. Look at the sailor medals carefully and put them in the proper slots. The cupboard slides open and you can enter the secret room. Talk to Ed and gain his Astral Sphere as well as a brass key for the locked door. Well, what are you waiting for?

Upon entering, you'll see a familiar girl ghost again. Can't do much now - walk any closer to her and you'll end up with a face-full of furniture. Just leave and a boy ghost appears, and before you know it, you're whisked off into a mine.

First up, you'll find yourself blocked. Go backwards to find a mine cart and a lever. Hit the lever to

break the blockage. From here, you'll find an empty mine cart and two levers, one stick lever and one pull lever. The stick lever changes the tracks while the pull lever sends the cart moving.

First, enter the cart, then hit the stick lever, then the pull lever. Enjoy the ride! At the end, climb onto the other mine cart and hit the pull lever. Once you've reached the end, get out of the mine cart. The puzzle here is to break the gate using the mine cart.

[Solution] Hit the stick lever while standing outside the cart. Now, hit the pull lever, and after one second, hit the stick lever. If you did it right, the mine cart will be sent crashing through a wooden gate on the other end.

Proceed past the broken gate, climb past the cart and go down the hole. You'll spot a digger digging. Talk to the man, then try and take the doll. Talk to the man again, and he'll break the rock and find his daughter. Now take the doll and you'll return to Orpheus. Return to the girl ghost and use it the doll, then...

#### Chapter 5 : A Doctor's Guilt and a Mother's Love

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First up, head pass the left door into a bathroom and then a toilet - check the floor here for a claim ticket. Then, return to the formerly haunted room and take the other door. Pick up the suit and...

You're now in the medical office. Save if you want, then leave and talk to the ghost doc. Check the drawers for some curing bottles, then open the cupboard to zoom off into the doc's past. Here, look around at all the stuff - you'll irritate the (then living) doc if you touch the drawers on his desk. He'll proceed to push you out. Now, you'll be back in the medical office. Wait a while, then the doc will say "it's time..." and leave the room, and lock the door behind him. Now go back to the past again and check the drawers, he won't be around anymore. Take the prescription and you'll be back again. Read the prescription, then use it and the doc will run out screaming. Now you can leave the doc's office. By the way, you will be injured by now; remember the gulp down a cure potion before going out - you'll see why.

Go right and right again into the theater. Ring the bell if you want. Open the counter and get inside (there's a sun plaque, if you need to use it), climb up to the projector area and take the record from the shelf. in the next room talk to the doc and pick up the claim ticket on one of

the sofas. Leave the theater. The door directly facing you is a casino - you can use your claim tickets for some games by giving it to the manager. By the way, there's another claim ticket on the floor near the roulette machine.

If you want to get all the four endings, you must obtain the three souls in the casino by winning the roulette and blackjack games - which can be quite a pain. See the section below entitled "How to be a Gambling Pro" for more details.

Now go to the nursery (the one other door you can go through in this corridor) and chat with the mother, who is looking for her child. Know where he is?

[Solution] Leave the room and look carefully at the lighted wall panels near the theater door to find a light switch. Then, head back to that ghost in the hallway and you'll find the kid. Now that you've freed the kid, you need to unite him with his mother. Use the record on the phonograph in the nursery.

Once you've united mother and child, take back the record if you want. take the crown and use it on the chest in the room to get a roll of film and a gear. Now go back to the projection room and give the film to the projectionist - he'll give up the ghost; go back down and talk to the doctor in the film room and you'll get to watch the film...

Now that the doctor is satisfied, take his astral sphere and the cabinet key. Use the cabinet key on the only locked cabinet in the doctor's office to get the antidote; use the antidote on the pool of poison.

## Chapter 6 : The Story of the Stones

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Now that you have a formal dress, equip it and go back to the stubborn steward - he'll let you through, and then you'll meet with Arthur and Hilda Rockwell. After that scene, you'll be sent to an ancient castle to witness the story of the red stone.

Once you come back, Arthur and Hilda will ask you to find three plates similar to the one on the their table. Take the plate, then leave and go to the door behind where the steward used to stand. Switch on the lights, then look at the crow's back. Use your gear to make the crow divert the woman's attention, then switch on the lights behind her. You should then take back the gear you put into the crow. Now, behind the woman are two doors. Go through the right one if you need a sun plaque, otherwise go

through the left door, and then again through the next door you find.

In this new corridor, you can save the game. Here, the middle door is a dead end, but the other two doors lead to male and female locker rooms which in turn lead into a common swimming pool area. Check the male lockers for a claim ticket and the female lockers for a cure potion, then head to the swimming pool area. Enter either doors on the other end (doesn't matter which, both lead to the same place) and talk to the boy. Take the eye on the floor next to him. Now open the hatch nearby and descend down to the floor below. First enter the door on the left to meet the worried servant; fit your gear in the parrot to relieve her stress. Now, look at the broken plate below the parrot.

Graveyard - Look at tombstones here - particularly the three nearest to you when you appear. Look at the wordings and the symbols on the back. Now enter the fenced area and look at the plaques. Got the puzzle yet?

[Solution] Hit the plaques in this order assuming you count from left to right - 2nd, 1st, 3rd.

Once you've opened the grave, climb down the staircase and follow the path down. Here's the fun part - once you've reached the junction, go left. You'll meet old William, and he'll show you how to open the gate. Follow his 'exit' and you'll reach a familiar-looking dead body. Examine it to get the pendant. Now William will try to kill you. Run past him and take the plate off the wall, then go back to the junction and go the other way (don't try to get back to where you came in from). When you reach a gate, remember how to open it - insert the plate, then press the button. The next gate is a little different though...

[Solution] Forward becomes backward? Try pressing the button first, then put in the plate. Remember to take the plate out when you're done.

Now that you're back on Orpheus, leave the room you're in and try the other door. When the woman appears, use the pendant to finally be rid of her. Now you've got to solve the water pump puzzle - look at the inscription...

[Solution] This is what the inscription should say:

1. Turn small valve
2. Turn large valve
3. Press button
4. Pull large crank

Each time you do the right action you'll hear a loud sound signifying that you've done it right.



Once you're done, return to the pool and wait for night time. Once the entire area turns red, put the fish eye into the picture on the base of the pool.

The book - To get pass the librarian, simply duck down and sneak pass her desk. In the next room, keep examining different boxes of books to make the librarian move away from his box. After he has moved away twice, you can pick up the old book. On returning, read the old book. Now return to the dining room and talk to Arthur to get the kitchen key; use it on the locked door in the same room.

#### Chapter 7 : Crea and the Crewmates

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In the kitchen, talk to the man and use the elevator. You'll meet your next demon, the ghost king. Stay as close to the elevator as possible; he'll come nearer and nearer, but once he gets way too close for comfort, your father appears and throws on the light. After some chatting, he'll leave. Follow him. You're now in a pretty large area with a lot of rooms to explore.

The crewman's corridors - There's a watchman wandering around the hall. Talk to him. Now go to the crewman's quarters B (front corridor, 2nd door on the left). The replacement watchman is here. You'll need to distract him from his notes he's reading.

[Solution] Ring the alarm near the door by setting it to 12 o'clock. Quickly take his notes while he goes off to switch the alarm off. He'll suddenly remember his duty and leave the room.

When you return outside, the current watchman will 'take a rest', and after that, the new watchman will complain about the lighting problem. Now, head to the door opposite to where you came out from. There's a crewmate puzzling himself over the lockers. Your aim is to open the fourth locker to read the code number. Here's a tough little puzzle to solve...

[Solution] Of the lockers, numbers 1 and 2 can be opened, but numbers 3 to 6 can't be opened. The solution of this puzzle is this : Other than lockers 1 and 2, a locker can only be opened if the total numbers from the open lockers equal it's own number. For instance, to open locker 3, you need lockers 1 and 2 to be open ( $1+2=3$ ). Hence, to open locker 4, first open locker 3, then close locker 2 - hence only lockers 1 and 3 are opened ( $1+3=4$ ). Locker no. 4 will open up.

The crewman in the room will then read the code number to you and leave the room. Now follow him. When you leave the room, go left and then take the right corridor, then go through the door. Talk to him. You'll find out that the code number doesn't work. Can you figure this one out too?

[Solution] The numbers 1 6 8 9 are written upside down. Turning them around gives you the true code 6 8 9 1.

Follow him again into the next room - he'll fix the pipe blocking the way. Now you'll get a nasty surprise. Exit through the nearest door and come back to avoid becoming ghost food! Once you're back, enter the door opposite the once fallen pipe to reach the breaker room - here, switch on the only breaker that is off to return power to the crewman's floor. Return back to the second watchman and see him off. Now you can enter the two remaining rooms in this hall - the bathroom (mistakenly labeled the shower room) has a claim ticket on the floor of the furthest stall; the shower room (mistakenly labeled the port corridors) contain a cure potion in the second furthest locker.

Now, go to either of the other corridors and take the doors there. Follow the corridor into another T-shaped area, this time with two doors. The left door leads to a room with a sleeping ghost who is complaining about the sounds from the radio room. Further into this room is another room; nothing here except a curing potion in a box in the corner and a sun plaque. The right door leads to a radio room. You'll here someone tapping in morse code when you try to open the door. Once you enter, set the machines to 'BA10' (it's in the notes you picked up in the crew quarters). Now you'll have to hit the correct message on the telegraph.

[Solution] Notice the words CREA etched on the side? Use the coding in the panel on the side. If you're lazy, just input:

- . - . . - . . . -

You'll be handed a music box by that boy and zoom off into a large cathedral. Go up the stairs to reach the grand piano. Examine it, play the music box and repeat the tune on the piano.

[Solution] Numbering the white keys from left to right, 1,2,3,4,5,6,7 and lettering the black keys A,B,C,D,E, press the keys in this order: 2,3,4,6,E,6,5,4. No problem right?

After playing the tune, a trapdoor will open under the alter below. So what are you waiting for? Once you meet Crea, play her the music box. Then she'll give you an earring and send you back. Now give the earring to the boy to finally free his spirit at last - you'll get another plate as a prize. One more to go!

Go back to the person complaining about the sound from the radio room. He'll finally get some rest - the eternal type. Now that all the crew mates have left, you can return to the man in the kitchen - note that the kitchen lift doesn't work anymore, so you have to find an

alternate route. In the corridor linking the two T-shaped halls (the one with a savegame telephone) there's a door leading back up to the main passenger hallway. From there, return to the dining room, then the kitchen. Talk to the man and he'll leave with his other mates, and leave the fourth and final plate. Now leave and note that Arthur and Hilda have both left the dining room. Go to the staircase room (the one with the crow) and they'll be there. Insert the plates and they'll be freed for good. Now enter the door into the private quarters.

## Chapter 8 : It Ends

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There are four rooms here each with it's own theme decor. Don't try the double doors on the other side yet or you'll regret it.

Forest room - Another daughter of William is here. She tells you to meet Crea in the room opposite hers. It's locked, so she tells you to talk to Jack (yet another son of William's ever-growing family tree). Nothing else in this room.

Water room - There's a clock key and a cure potion here if you look hard enough.

Fire room - Jack Rockwell, another son of William, haunts this room. There's a claim ticket on his bed. Show him the picture and he'll tell you how to open the door. Well, do what he says - go to the locked clock on the side of the prohibited double doors and adjust it to the bird symbol. That will allow you to open Crea's room.

Sky Room - You can only get here once you've unlocked it with Jack's help. Here, examine the castle drawing then use it to zoom back to the ancient castle. Go out to the castle balcony and examine the king's body and you'll get a cameo. You'll get to use it real quick as soon as you leave the room!

Now that the final ghost is out of the way, you can enter the dangerous double doors. Here you'll meet William Rockwell himself. He'll tell you the truth about Crea, and you'll zoom off into the past. Here, pick up the bullet on the table and then watch the scene. You'll ultimately pick up the other half of the blue stone. Once you return, you'll see that William Rockwell is dead. Go back to Emilia in the Forest room and she will go for eternal rest herself.

Go visit the medium and unload your last few astral pieces. If you don't have all 26

pieces, you will only be able to see 2 of the 4 endings. If you give all 26 astral pieces to the medium, he will create ANOTHER red stone - what, one isn't bad enough? You'll then be able to see all the endings.

Now, head back to the crew floor (down the stairs from the passenger hallway), to the corridor with the savegame telephone. The entrance to the engine room is here for your final showdown. Save the game before you go down so you can reload and see more endings.

Go down the stairs, look at the sheet on the wall and heed where the valve and the key is located, and how to overload the ship. There's a cure potion on the floor here. Now enter the engine room.

First, head to the very end of the ship. You'll witness a spectacular scene, and then after that, Crea's voice will tell you to light up the area. It isn't all that hard...

[Solution] To do that, you'll need the valve and key. Here, William's ghost will be chasing you all over the place - nothing quite like working under pressure, eh? Rush up to the front end of the ship (as front as you can go, anyway) and take the valve from that room (look carefully at the floor). Then go one room back and climb down the staircase. Here, use the valve on both fuel tanks. Then, from this room you can enter a door that leads you to the room with the piston key. With that, go back to the two piston rooms and use the key on both emergency piston locks.

Once the area lights up, go back to where the red stone is located. Use the bluestone on the red stone. Now return to the room where you found the valve. Here it depends on your actions previously. If you had not gotten all 26 astral pieces, or didn't give them all to the medium, you'll only get 2 of the 4 endings. To get the pathetic ending 1, wait until time runs out, and to get the slightly better ending 2, go to the front of the ship and meet Crea.

If you gave all 26 astral pieces to the medium, once you arrive towards the front of the ship you'll hear the medium's voice telling you to "enter the sun". Look at the wall opposite to the exit door (the one that leads to the front of the ship) - there's a sun symbol etched onto it. If you wait till the timer runs out, you get ending 1. If you ignore it and just go through the door, you'll see ending 2. If you go inside

the sun symbol, you'll meet the medium, who will offer you the red dagger. If you take the dagger, you get to see ending 3, if not, you'll get the best ending, ending 4.

Ending 1 - Timer ran out before you got to the front of the ship. This one is a rubbish ending where you are never seen again.

Ending 2 - You meet Crea and she whisks you away. Back at the old house, you get awoken from your trance by the police officer; he'll tell you to leave the place. So go leave the house and watch the scene for a good surprise...

Ending 3 - You took the dagger. In this ending, you zoom back to your father's house, and then proceed to knife the policeman there in the back. Ooh, evil!

Ending 4 - You didn't take the dagger. This is the best ending of the game, where you return to your apartment and listen to Crea's music box. Then you remember your many encounters with Crea.

Congratulations, you've won ECHO NIGHT!

Incidentally, I've only gotten about two-thirds of the game's 'secrets'. Wonder what happens if I find them all? Another ending perhaps?

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Extra : How to be a Gambling Pro  
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To get the last two endings of the game, you'll need to have all 26 souls freed, including the ones in the casino. To free them, you'll have to play and win the roulette table, then the blackjack game that ensues.

Roulette  
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Trade as much of your claim tickets as possible - you'll have around 80 chips. Now save the game, and then bet on any number (or any two adjacent numbers) using 9 chips. Keep at it until you lose all your chips, then reload the game and repeat. Keep to one number (or two) and you'll eventually win (be patient, it will take a while). Once you win, the manager will tell you to challenge the blackjack player.

Blackjack  
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The rules here are simple - you bet some chips and then let her deal. If you win, you get double your betting, if you lose, you lose your bettings. You start with 100 chips. Go bet the maximum of

ten chips. If you get below 17, get another card; if not, pass. Since luck seems to be skewed your way, you'll usually win more often than you lose, until you get 200, where she will finally admit defeat.

Once you've won her, all three ghosts will be freed from their casino duties, and you can collect another 3 astral pieces.

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